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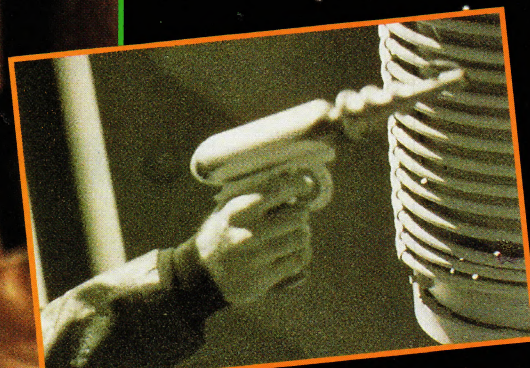
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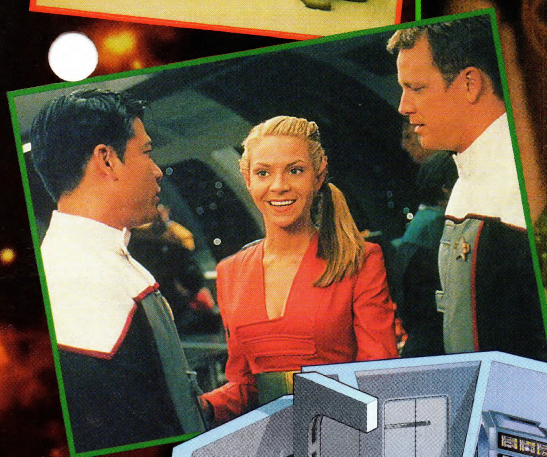


Balok makes First Contact
Representative of the First Federation

The Ocampo City
Tranquil home of a short-lived race

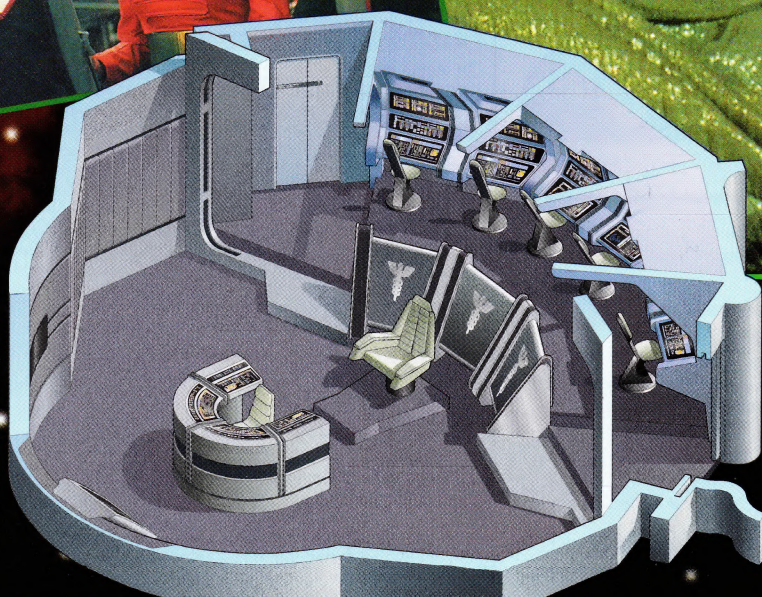


Captain Proton's Ray Gun
Handheld weapon of Earth's savior



Irina sets her sights on Victory
Sabotaging the Antarian Trans-stellar Rally

DEEP SPACE NINE personnel
Continuing the crew under Captain Sisko



U.S.S. PASTEUR NCC-58925
Compact bridge of a future starship



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Romancing the Changeling

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THE OFFICIAL STAR TREK[®] FACT FILES



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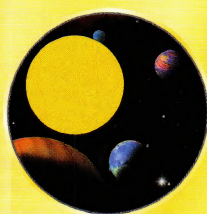
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STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 30

NEW EARTH



STAR SYSTEMS

There are many planets across the Galaxy that offer an apparently perfect environment for sustaining humanoid species. **New Earth**, in the **Delta Quadrant**, is one such world with its clean air, temperate climate, and edible flora. The planet has a sting in its tail, however, that means those who visit may never leave.

The **Delta Quadrant** is a wild and uncharted region of space with – as the **Vulcans** may put it – infinite diversity in infinite combinations.

Thousands of star systems support millions of worlds, each with their own distinctive qualities. Some, like the **Class-M** planet dubbed **New Earth** in 2372, harbor undesirable elements within a seemingly idyllic environment.

Fresh paradise

New Earth is the third planet in a system of seven. It is a predominantly brown color with small patches of green when viewed from space, and it orbits a yellow dwarf star at a distance that produces a warm, temperate climate. Sunlight drenches the days, and it is clement enough during the nights for warm-blooded humanoids to bathe outdoors.

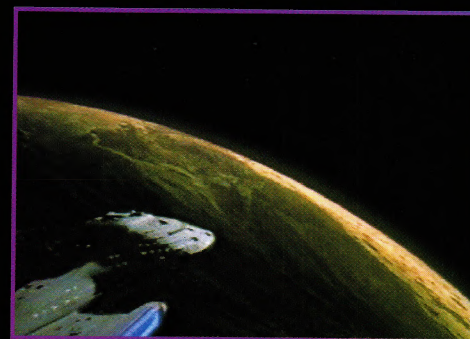
Parts of New Earth appear to be a garden paradise. It is uncertain whether the environment is lush and verdant all over the planet, or whether these are just isolated pockets. Dense, forested valleys are bordered by beautiful low mountain ranges, and small rocky outcrops break up the ground in frequent large clearings. Rivers run down into the valleys, offering a source of fresh water.

The wood of the plentiful trees is hard and dry, and thus suitable for the fashioning of items such as headboards and bath tubs. The planet's soil and conditions are evidently conducive to growth, apparent in the abundance of natural flora. They are also suitable for small vegetable crops introduced from other biospheres, such as **Talaxian tomatoes**. These grow quickly; there does not appear to be much

in the way of insect fauna to undermine their progress.

The weather is not always so temperate: one of the less desirable features is the savage plasma storms. Brewing very suddenly, clouds draw in overhead in a matter of minutes, and a strong wind whips through the trees. This grows in strength very quickly – movement at ground level becomes extremely difficult.

The effect is initially not unlike a fierce thunderstorm, but the plasma carries a considerable potency. The ground shakes with alarming regularity and force under the impact of the plasma energy. It is not known how localized this effect is, but it is not unlike the buffeting a space vessel receives under phaser fire. The end result is devastating – trees are uprooted, and those remaining have shed of most of their branches. The lack of visible evidence



▲ From orbit, the **Class-M** planet appears mostly brown. It is the third of seven planets to orbit a yellow dwarf star.



▲ Captain Janeway and Commander Chakotay must remain on New Earth when they are exposed to native insect bites.

THE TEMPEST

Natural disaster

Chakotay and Janeway's first away mission, and second more permanent installation on New Earth gives them no indication of the tempestuous weather that very occasionally hits the planet. The landscape of the planet offers no clues to the very rare and destructive inclement plasma storms that can easily be seen everywhere afterward.

The only clue the new inhabitants are given that something may be amiss is a visit to Janeway by a very agitated primate that appears to try to communicate with her; the tricorders do not detect the imminent plasma storm. Soon the sky turns black with clouds and winds. When the storm is over, the shelter and research station are in shambles; none of it can be repaired, and continued research is impossible.



▲ Janeway asks the primate "What's happened to the sky?" when the weather turns foul.



▲ Chakotay finds Janeway lost in the violent storm. She could not keep her balance and carry her research case and samples at the same time.

Planet New Earth
Class M **Quadrant** Delta
Also known as No other names recorded

Surface Appears predominantly brown from orbit, but is lush and fertile. Low mountain ranges and dense forest valleys with rushing rivers.
Life Forms Primate life forms, birds, and small insects that carry a virus.
Climate Temperate climate: hot during the day and warm at night.
Important Features The planet is subject to irregular yet fiercely destructive plasma storms.
Starship Log STAR TREK: VOYAGER 'Resolutions'



STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 30

NEW EARTH



STAR SYSTEMS

▼ **Janeway and Chakotay survey the supplies they are to build their new life with.**



beforehand indicates that the plasma storms are quite rare.

The fauna of New Earth does not appear to be very diverse. The twitter of bird song is ever-present, though they are not seen. One of the few animal life forms that is apparent is a small primate. It is covered with brown fur, bar a white underbelly, and its limbs and tail are disproportionately long. It tends to stand upright on its back legs, striking a distinctive stance with its right arm held high above its head. It makes a continuous, high-pitched chirping sound.

These primates are rarely seen, though their life signs are detectable throughout the forest. They make their homes in the trees and can cover a great deal of territory. The little animals are attuned with the environment. They can detect changes in the weather before they become obvious. Before taking shelter, they attempt to signal to other life forms to warn them of the storm's approach. They will not readily

approach larger life forms, preferring to hang back, but this clearly indicates a form of societal structure and intelligence.

It is another example, however, of New Earth's indigenous life that lends the planet its notoriety, and the reason that races occupying the surrounding space steer clear of it. A particular kind of burrowing insect native only to the planet carries a pathogen deadly to humanoid life forms. The symptoms of this illness are unspecified, but it leads to death if not properly treated.

Unknown cure

The only cure for the disease is held by the **Vidiians**, who developed the antiviral agent in the 2360's as part of their continuing efforts to treat the phage that afflicts their race. The only other remedy is a natural one: remaining on the planet. An unidentified element in New Earth's environment shields its life forms from the effects of the virus. Infecteds risk a recurrence of the

disease that may prove fatal if they leave.

The insect claims further victims in 2372 – **Captain Kathryn Janeway** and **Commander Chakotay** of the **Federation** starship **U.S.S. Voyager NCC-74656**. They are bitten during an away mission to the planet, and placed in stasis as soon as their condition becomes clear. The **Doctor** is unable to come up with a counter agent, despite exhaustive research, meaning the only solution is for the **Starfleet** officers to remain on the planet.

They christen their adopted home New Earth, and set about making a life for themselves. Janeway investigates the bio-molecular evolution of the planet's ecosystem in her attempts to cure the pathogen. She also studies the indigenous primates, as something in their physiology may offer a clue. Her research is spiked, however, by one of the planet's irregular plasma storms, which destroys her work to that point.

The pair are fortunately recovered by **Voyager** when the crew gains an antidote from the **Vidiians**. New Earth is left without humanoid inhabitants once again, and lies in wait for the next unsuspecting visitors to bite on the poison apple at the heart of paradise.

▼ **Janeway sets traps around the area for the infecting insect in order to develop a cure. She finally succeeds with a glucose bait.**



▶ **Continuing her research after the storm is futile; the equipment is not salvageable.**



▶ **Janeway hated backpacking and gardening as a child, but now finds satisfaction in watching her seedlings grow.**



▶ **Chakotay and Janeway both see New Earth through the same eyes for the first time: as a home for the rest of their lives.**

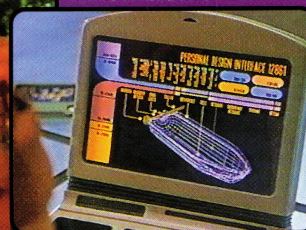


FRONTIER LIFE

Bathing beauty

Janeway and Chakotay remain on New Earth for a number of months. Over that time they adapt to the idea that they may have to spend the rest of their lives there. They are given every survival necessity, including a large prefabricated shelter, a replicator, the means to research a remedy for the disease, and a **shuttlecraft** should they find the cure and be able to leave. Chakotay in particular is able to make use of the traditional techniques he

learnt as a boy to make their existence more comfortable.



▶ **Carpentry is facilitated by exact blueprints.**

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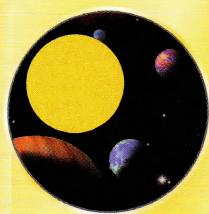
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▶ **Once they have arrived on their adopted home, New Earth, Chakotay follows his Native American heritage and settles into making their life more comfortable. He builds a bathtub for Janeway, and advocates constructing log cabin extensions to their shelter, and even a boat which they can take to the nearby river.**





STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 31

SOUKARA



STAR SYSTEMS

Soukara is a steamy jungle world located within Cardassian space. Its strategic importance as the site of a Dominion base is underscored by the elaborate sensor grid that monitors it.

Soukara is an unremarkable tropical world that might not attract a great deal of attention if it were not for the **Dominion** base established in the early 2370's. Its dense surface conditions pose a formidable natural barrier along with the technological safeguards installed by the Dominion.

Soukara is located in Cardassian space, close to the border and the treacherous **Badlands**. It appears to be mostly continental masses divided by small oceans. This makeup gives it a faded brown appearance when seen from orbit, broken up by patches of blue-green.

The planet's surface is covered with a thick, lush jungle growth. The endless trees are invariably

misshapen; a common variety displays thin, tangled branches that appear to be covered in a kind of fur. Vines and ferns clump together and hang from the trees, and the occasional brightly-colored flower pokes up through the greenery.

Rough Terrain

Rocky outcrops serve as useful shelter and hide-outs, while rough paths wind through the inhospitable terrain. These may be natural or cut by the Dominion's **Jem'Hadar** soldiers, or both. These are sometimes overgrown and must be hacked through with a blade. Concealed logs and twisting vines create dangerous obstacles.

The terrain is broken up into an undulating mix of hills and valleys. The occasional waterfall

cascades down into the valleys, showering the jungle at its foot rather than pouring into a waterway. The jungle at the base of the waterfall – the lowest point of the valley – is quieter and darker than other areas, with more lush greenery.

Soukara's climate is tropical. Steam rises in pockets, layering the jungle during the day, while a large yellow sun shines brightly. Humanoids can find the daytime heat extremely uncomfortable. The temperature drops markedly during the night, necessitating small heaters and thermal blankets for comfort.

The jungle is alive with the sounds of avian, insect, and other animal life. There is movement and teeming life all around. Some animals are nocturnal, waiting until



▲ *Soukara is located in Cardassian space, adjacent to the Badlands. From orbit, the largely continental planet's surface appears brown with flecks of green and blue.*

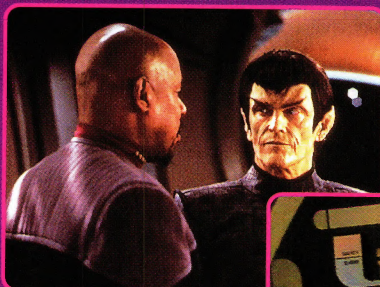


▲ *The surface of the planet is a tangle of trees, vines, and lush vegetation. The tropical climate vacillates between extreme heat during the day and very cold nights.*

NEUTRAL GROUND

Diplomatic détente

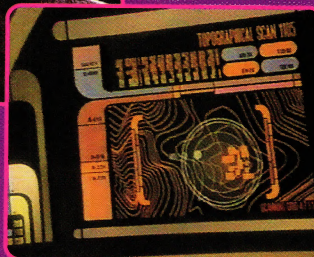
Soukara's previously uninhabited surface becomes home to a Dominion base in the 2370's, where many diplomatic meetings and negotiations are held in efforts to facilitate the Alpha Quadrant alliance – intrigue and conspiracy are often on the hidden agenda.



▲ *Vreenak is on a diplomatic mission to Soukara, but he makes a secret detour to meet Captain Sisko.*



▲ *Lasaran, a double agent for Starfleet, desperately arranges a rendezvous to escape and share valuable information.*



▲ *The Dominion base on Soukara is used as a diplomatic venue but its true purpose remains unknown.*

Planet Soukara

Class M

Quadrant Alpha

Also known as No other recorded name

Surface Dense jungle growth abounds with many moss and ivy covered trees. Rocky outcrops break up the terrain.

Life Forms There is avian, insect, and reptilian life, some of which is nocturnal.

Climate Hot tropical temperatures during the day and very cool nights.

Important Features A sensor grid protects and covers the planet with only three gaps in a hazardous asteroid field.

Starship Log STAR TREK: DEEP SPACE NINE 'Change of Heart'





The Guide to the STAR TREK Galaxy

FILE 4 CARD 31

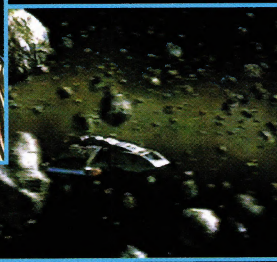
SOUKARA



▼ The Jem'Hadar, foot soldiers of the Dominion, make regular patrols of the dense tropical jungle that surrounds the base.



▼ Covert shuttlecraft must avoid sensor detection and destruction in the asteroid field before landing on Soukara.



▲ Soukara's cold nights dictate blankets for Worf; Dax is impervious to the chill.



◀ Dax is mortally wounded and can not continue the mission.

content and results of these negotiations is unknown, as the senator's vessel is destroyed soon after in an elaborate subterfuge designed to bring **Romulus** into the war on the side of the **Alpha Quadrant** alliance.

The presence of the base ensures that Soukara is protected by an advanced sensor network and other defensive systems. The boundary of the entire star system is covered by a sensor grid. There are only three discernible gaps in it, all in a hazardous asteroid field. **Transporter** scramblers are in operation around Soukara – unwanted visitors must land their vessels on the surface without being detected.

The base's sensor perimeter extends in a circle for some way beyond the facility itself.

These ground sensors can be bypassed using a **Federation tricorder** to link into the sensor grid and mask the life signs of personnel. Jem'Hadar soldiers patrol the area, traveling in groups of three, and employing handheld sensor apparatus. They open fire at the first sight of intruders.

Secret meetings

Soukara becomes the focus of a clandestine and strategically important **Starfleet** operation in 2374. The organization receives an emergency signal from a Cardassian operative, **Glinn Lasaran**, who has been providing intelligence for two months. He indicates that he needs to speak to a Starfleet officer face-to-face and organizes to beam an encrypted **subspace** communication to a set of coordinates in the Badlands at a prearranged time.



▲ A lizard is unfazed by Dax and treats her as part of the landscape.

Lasaran's information has proven vital to the Federation, so **Lt. Commanders Worf** and **Jadzia Dax** are dispatched from **Deep Space Nine** aboard a **Runabout** to meet him. He makes subspace contact and explains that his **Vorta** supervisor on **Cardassia Prime** is becoming suspicious of him. He wants to defect.

The glinn departs for the base on Soukara – a far more pregnable target than the heart of the **Cardassian Union**. He says he will leave the base and walk into the jungle at 1730 hours in three days time. It is

GALAXY FACT

▶ Two nearby worlds light up the night sky on Soukara. It is uncertain if they are planets or large satellites, but their proximity would seem to indicate the latter. One is considerably closer than the other.

▼ Worf struggles between duty and love after leaving Dax.



unknown what measures he takes to hide his absence, but he maintains it will be two days before the base personnel know that he is missing.

Dax is injured in a fire fight with a Jem'Hadar patrol shortly after arrival, however. She and Worf attempt to complete the trek through the dense jungle, but Dax can not continue. Worf is forced to make a choice between his wife and Lasaran – and he chooses Dax. Lasaran is killed as a traitor when attempting re-entry to the base.

Soukara remains a Dominion stronghold until the very end of the war with the Alpha Quadrant powers, when the **Founder** leader orders a withdrawal of all forces to Cardassia Prime. It is unknown under whose jurisdiction the planet falls in the subsequent occupation of the Cardassian Union.

after dark to deliver their mating calls. The environment gives rise to many reptilian creatures, including a long, mottled, yellow snake that hangs from the trees.

In cold blood

One common example of local fauna is a green, gecko-like creature with a darting tongue. Its tail accounts for at least half of its 60 centimeter body length, and it moves slowly but determinedly on four strong legs. The lizard is not at all perturbed by the presence of humanoid life – it is inclined to walk straight over them.

The jungle appears untouched by technological incursion for the most part, despite the presence of the sprawling set of buildings that make up the Dominion base. The purpose of the base is uncertain, but it is sometimes used as a venue for diplomatic talks. The **Romulan Senator Vreenak** makes his way to Soukara toward the end of 2374 for high-level talks with the **Vorta Weyoun**. The

THORN IN HIS SIDE

Dangers of the jungle

Another jungle world which has proved inhospitable for Starfleet officers is Surata IV. It is surveyed by the Federation for the first time at the end of 2365. Commander William T. Riker – in command of a **U.S.S. Enterprise NCC-1701-D** away team – is injured by a thorn from a native plant-form in the steamy jungle and lapses into unconsciousness. The parasitic life form threatens his life until Dr. Katherine Pulaski can come up with a means of stimulating Riker's emotions to kill off the parasite.



▲ Riker welcomes Dr. Pulaski's ministrations after he is poisoned.

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STAR TREK: DEEP SPACE NINE..... File 70



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 5A



OTHER GROUPS
AND RACES

THE OCAMPA CITY

For 500 generations the short-lived Ocampa have been almost totally dependent on the mysterious Caretaker, who ensures that their every needs are met within the confines of a vast subterranean city.

The subterranean **Ocampa City** is submerged on the fifth planet of its system, and is home to the **Ocampa** people, who have existed there for 500 generations. All of their requirements and comforts are provided by a highly evolved entity calling himself the **Caretaker**, a member of the technologically advanced **Nacene** race, exploring from another Galaxy.

When the entity and his colleagues arrived they were unfamiliar with the adaptability of the species

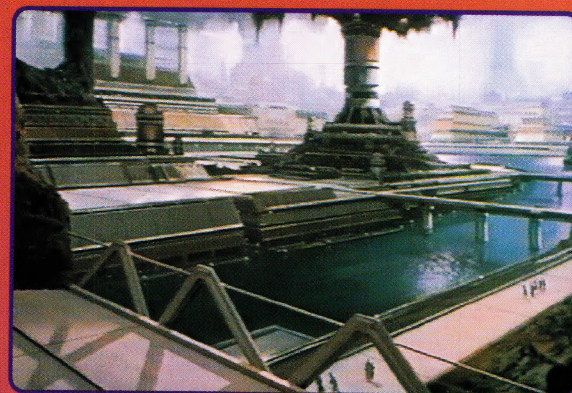
they encountered, and accidentally devastated the planet's atmosphere. The result was a planetary surface transformed into a desert, and an atmosphere lacking the **nucleogenic particles** essential to the precipitation of rain.

New beginning

Seeking to make amends, the Caretaker created the underground city and led the Ocampa people within, thereafter sealing the access points with an impenetrable barrier, and preventing a return to the surface.

Since the event they

refer to as "the warming" the Ocampa have dwelled beneath their planet's surface devoid of any direct contact with the Caretaker or other races, largely content with their cosseted existence. The subterranean city itself is an impressive feat of architectural design, prioritizing aesthetics and a comfortable environment. Space is a high consideration, as walkways are extremely wide, and flanked by columns. A meticulous attention to decorative detail on the Caretaker's part has also provided large domed



▶ *The Ocampa city is an architectural delight, with spacious, simply-designed buildings existing alongside wide water ways. The Ocampa travel around the metropolis by foot alone.*

▶ *The Ocampa city is decorated in various shades of white. Nevertheless a number of green plants provide a contrast to the sterility of the environment.*



WATER

Respite from a desert world

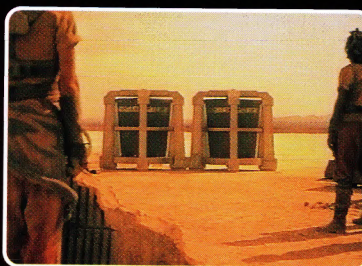
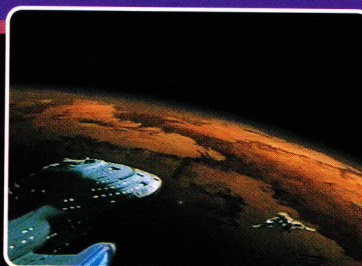
The Nacene's accidental devastation of the planetary atmosphere resulted in the complete devastation of nucleogenic particles within the global gaseous envelope. Without them there could be no precipitation, and without rain the planet surface rapidly turned into a desert with no hope for renewal, and no chance of growing any food.

Water is a commodity in short supply throughout the planetary system, and much prized among its inhabitants. On making initial contact with the Federation starship *U.S.S. Voyager NCC-74656*, the Talaxian trader Neelix requests water in exchange for his aid. When given access to the ship his first response is to create as much water as possible. He luxuriates in the experience of a bath, commenting that such wastage of water is unknown.

The Kazon-Ogla have a settlement on the Ocampa planet, and have learned of the water available to the Ocampa beneath the surface. Repeated attempts to access this supply, however, have been frustrated by the Caretaker's barrier. When provided with vast containers of water, the Kazon-Ogla are initially astounded, but recover their faculties soon enough to attempt to hijack the technology that creates it. It is only Neelix firing on the water that dissuades them.

▶ A precious commodity

Water is one of the most valuable commodities on the Ocampa homeworld. Neelix is surprised at the U.S.S. VOYAGER NCC-74656's ready supply.



▶ Inhospitable

The blazing sun and dusty surface provide a lifeless contrast to the beautiful underground city.



◀ Barren world

The Ocampa homeworld is an unremarkable planet when seen from orbit. No evidence of the city can be seen.

Designation Ocampa homeworld

Quadrant Delta Class M

Race The Ocampa

Features The surface of the Ocampa homeworld has been rendered barren by the Nacene. They subsequently constructed an underground city in which to home the helpless Ocampa.

Technology The Ocampa city is powered by energy bursts from the Caretaker's Array.

Environment A temperate Class-M atmosphere is maintained within the city.

Starship Log STAR TREK: VOYAGER 'Caretaker'



GALAXY FACTS

- ▶ Because water is in such short supply in the Ocampa system a sand scrub is the most common form of personal cleansing.
- ▶ The Kazon-Ogla maintain an encampment on the Ocampa planet. It is located in a dry river bed on the large southern continent, located by following a path through the foothills from a group of dormant volcanoes.

buildings, and enormous trees, sprouting from columns housing their trunks. The very breadth of the supported structures, however, means that there are further walkways beneath. There would seem to be a deliberate policy of restricting illumination in these areas, providing a darkness in marked contrast with the remainder of the city.

Water, water . . .

The only water available on the planet is beneath the surface, and, unknown to the Ocampa, is greatly prized by others. A massive waterfall exists outside the main city conurbation, providing water for a river approximately 40 meters wide running through the city and spanned by several bridges.

The Caretaker provides



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 5A

THE OCAMPA CITY



OTHER GROUPS
AND RACES

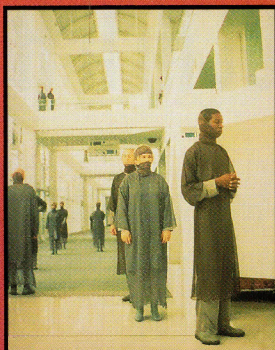


▶ Ample sustenance

The Caretaker ensures that the Ocampa are supplied with food at regular intervals.

for the Ocampa's every need, with food dispensers located throughout the city that distribute food every 4.1 intervals.

Among the other facilities enjoyed by the Ocampa is a vast communal viewing area. Here the Ocampa can sit on benches facing three large screen projections of atmospheric manifestations, their colour a stark contrast to the surroundings. Almost every area of the city is white, from the extensive system of support beams overhead to the floors on which the Ocampa walk. The few items of contrast are black patterns in the vicinity of the food dispensers, the benches in the viewing areas, and the black bowls supplied, along with eating implements, by the dispensers. The Ocampa themselves provide a drab counterpoint to this universal light by dressing



largely in robes colored in shades of grey and brown.

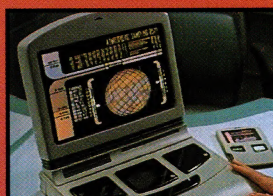
There is also a large medical facility known as the **Central Clinic**. It shares the white sterility of the city, and the general ethos of spartan furnishings extends to the facilities within. Ocampa women give birth standing upright holding on to two poles, and the recovery areas contain little more than cushioned benches.

Contained

The tunnels through which the Ocampa were originally guided from the planet surface to their underground home still exist. From the surface there are gradual inclines before reaching energy barriers preventing any further progress to the city beneath. While this serves to protect the inhabitants from intruders, it also keeps the Ocampa within. Over

▶ Wide open spaces

The corridors and passageways within the city are incredibly spacious, giving an impression of vastness.



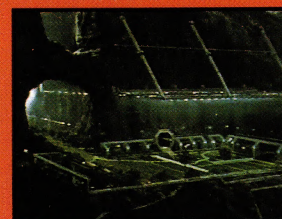
▶ Concealed

The sensors of the U.S.S. VOYAGER NCC-74656 can detect little evidence of the subterranean city's existence.

the centuries there has been some decay, however, and it is possible to pass through the barrier at certain points. Care is required, however, as contact with a barrier can severely burn the skin. Beyond the barrier huge vertical chasms have been created, leading two miles down to the Ocampa city. These fissures are illuminated, and lined with metal staircases bolted to the sides of the tunnel in a concentric fashion.

As there has been no direct contact with the Caretaker since the Ocampa were led beneath the surface, all his actions are interpreted by a council of elders. They are largely content to accept his benign nature and refuse to consider any other motivations. They also consider it against the Caretaker's wishes for anyone to leave the city. This has led to some resentment within the community from those who would prefer a less cosseted existence and the ability to be masters of their own destinies.

These people have set up colonies outside the city where they grow fruit and vegetables in a hydroponic fashion, using lights and heat supplied from the city's energy supply. The consumables grown here



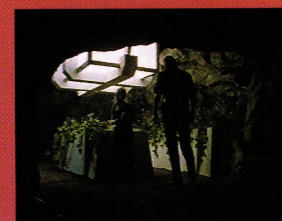
▶ subterranean beauty

The Ocampa have ensured that beautiful meadows of lush green plants are able to flourish far below the planet's surface.



▶ Precarious

The climb down to the Ocampa city is a perilous one; the metal stairs have decayed badly over the centuries.



▶ Bright light

The underground city is illuminated by large lighting elements that approximate natural sunlight.

are raised side by side with plants and flowers. Additionally, these breakaway Ocampa have discovered the healing properties of a moss that grows on the side of a fruit tree, and the partial restoration of mental abilities known only to most Ocampa as prevalent among their distant ancestors.

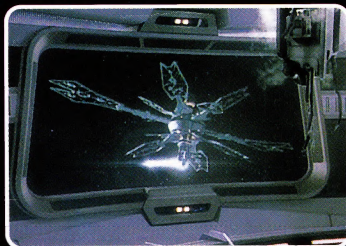
Other Ocampa have used the access chasms to escape their city entirely, but the planet surface has become home to **Kazon** settlements, and the emerging Ocampa are often enslaved. Their escape routes have been rapidly repaired behind them.

With the demise of the Caretaker the Ocampa can survive a further five years on existing supplies, but with few natural resources beneath the surface the future for the city and its inhabitants remains somewhat uncertain.

POWER TO THE PEOPLE

Energy for the masses

Power for the Ocampa city comes from immense bursts of energy sent from the **Caretaker's Array** to conduits on the planet surface leading to the city. It is then transferred to storage facilities and used as necessary. A large portion of the energy is for lighting purposes, as the city is so brightly and generously illuminated that it resembles natural light. As of Stardate 48315.6, the Caretaker's rate of energy transmission has tripled, providing enough stored power to meet the city's needs for a further five years.



▶ Direct energy

The CARETAKER'S ARRAY fires immense bursts of energy to the Ocampa city.

▶ Doomed guardian

The Caretaker triples the energy output he provides the Ocampa as his impending demise approaches.



Delta Quadrant Ships:

Encountered by the U.S.S. VOYAGER NCC-74656

SMALL VIDIIAN CRAFT

The ailing **Vidiiian** scientist, **Dr. Danara Pel**, is rescued from a small Vidiiian craft by the crew of the **U.S.S. Voyager NCC-74656** in 2372. She is suffering from the **phage**, and close to death, but heroic efforts by the **Doctor** extend her life.

STARSHIP LOG: 'LIFESIGNS' (VOY)

TALAXIAN VESSEL

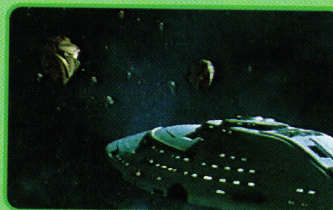
Tom Paris leaves the **U.S.S. Voyager NCC-74656** in 2372 to serve aboard a **Talaxian Vessel** in the **Delta Quadrant**. This surprise move is part of a plan to uncover a traitorous crew member aboard the **Starfleet** vessel.

STARSHIP LOG: 'INVESTIGATIONS' (VOY)

TRABE VESSEL

Trabe Vessels are identical to **Kazon Raiders**, as the fearsome warrior race appropriated them when they overthrew their **Trabe** oppressors in 2346.

STARSHIP LOG: 'ALLIANCES' (VOY)



▲ The **U.S.S. VOYAGER NCC-74656** encounters **TRABE VESSELS** in 2372.

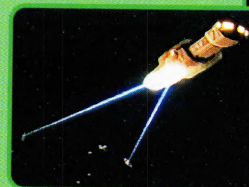
The **Delta Quadrant** planet **Rakosa V** launches waves of **Rakosan Fighters** in an attempt to destroy the **Dreadnought** missile that threatens their world in 2372. Their efforts prove unsuccessful.

STARSHIP LOG: 'DREADNOUGHT' (VOY)

▼ **RAKOSAN FIGHTERS** make a valiant effort to destroy the **Cardassian DREADNOUGHT**.

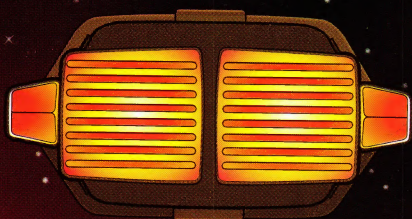


▲ **Captain Janeway** talks with **Rakosa V** officials during the crisis.



RAKOSAN FIGHTERS

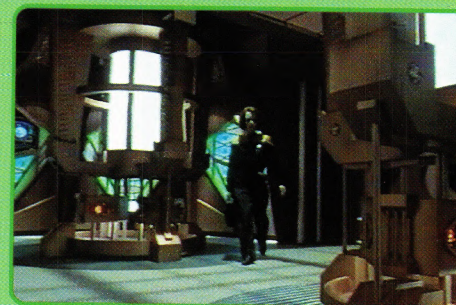
AFT VIEW



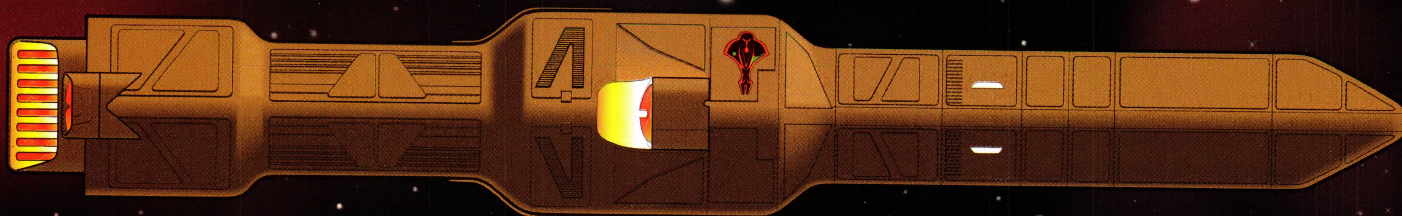
Dreadnought is a **Cardassian**-designed tactical missile that was captured by the **Maquis**, who planned to use it in a strike against **Aschelan V**. The weapon never reached its target, however, and was instead transported into the **Delta Quadrant** by the **Caretaker**. In this distant region of space, **Dreadnought** acquires another target: **Rakosa V**, a densely-populated world.

Fortunately, the **U.S.S. Voyager NCC-74656** intervenes, and after a number of desperate attempts, successfully destroys the autonomous weapon.

STARSHIP LOG: 'DREADNOUGHT' (VOY)



▲ The interior of **DREADNOUGHT** can accommodate a small engineering team within its cramped confines.



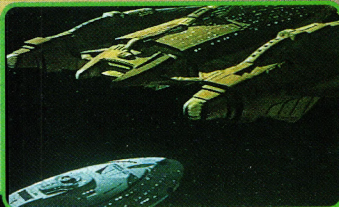
STARBOARD VIEW

DREADNOUGHT

Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656

VIDIIAN SHIP

▶ The **VIDIIAN SHIP** looms ominously above the **U.S.S. VOYAGER NCC-74656**.



▶ The **VIDIIAN SHIP** explodes after **VOYAGER** self-destructs.



▶ The **VIDIIAN SHIP** is operated by a crew of phage-ravaged individuals.

The **U.S.S. Voyager NCC-74656** is threatened by a large **Vidiian Ship** that connects to the **Starfleet** vessel in 2372. It is destroyed when a duplicate version of **Voyager**, created by passing through a plasma drift, self-destructs.

STARSHIP LOG: 'DEADLOCK' (VOY)

STARBOARD VIEW

DORSAL VIEW



▶ The **TALAXIAN FIGHTER** is an integral part of the mission to retake **VOYAGER**.

The **Talaxian Fighter** is a sleek, distinctive vessel that proves its mettle during a successful attempt to reclaim the **U.S.S. Voyager NCC-74656** from the **Kazon-Nistrim** in early 2373.

STARSHIP LOG: 'BASICS', PART II (VOY)



TALAXIAN FIGHTER

STARBOARD VIEW



Three **Vidiian Warships** meet with the **U.S.S. Voyager NCC-74656** in late 2372, supposedly on a mission to supply the **Starfleet** crew with an antiviral agent to combat a condition afflicting **Captain Kathryn Janeway** and **Commander Chakotay**. Unfortunately, the humanitarian effort quickly proves to be subterfuge, and the vessels launch an attack against **Voyager**. During the conflict, **Dr. Danara Pel** succeeds in transporting the serum to the **Starfleet** ship, which escapes without severe damage.

STARSHIP LOG: 'RESOLUTIONS' (VOY)



▶ The **U.S.S. VOYAGER NCC-74656** detonates an antimatter container that disables the **VIDIIAN WARSHIPS**.

FORE VIEW



DORSAL VIEW

VIDIIAN WARSHIP

Ensign Angela Martine

Tragically bereaved in the line of duty, phaser specialist Ensign Angela Martine nevertheless rebuilds her life and her career in *Starfleet* after a traumatic loss.

On first acquaintance, **Ensign Angela Martine**, is a quiet, demure woman, who almost vanishes into the background of a gathering, eclipsed by more vivid and assertive personalities. From her reserved air, shy smile, and reticent body language, one would not initially expect her to be unusually resilient or courageous.

Appearances, however, are deceiving. This slender, seemingly fragile young woman is a pivotal element in the defenses of the **U.S.S. Enterprise NCC-1701**.

A slightly built, petite woman in her early twenties, with short brunette hair, Martine is not conventionally beautiful, but radiates a gentle calmness and maturity that belies her years. Clad in the gold uniform of **Starfleet's** command division, a less commanding figure would be hard to imagine, yet she holds a position of great responsibility.

In her capacity as

a **phaser** specialist, Martine is stationed in the *Enterprise's* main Phaser Control Room, a chamber located in the vicinity of the ship's engine room. Here, the tactical commands given by the captain of the ship are implemented, and the phaser discharges regulated and monitored during combat situations. Together with the rest of her team, Martine coordinates the ship's first line of defense, and her calm demeanor and quick reactions are vital, as a split second's indecision could doom the ship.

Bride, interrupted

Martine's immediate superior officer in the phaser room is **Lt. Robert Tomlinson**, a tall and confident young man whose brisk efficiency instills confidence in his subordinates. The handsome, outgoing, and authoritative Tomlinson might seem an unlikely match for the introverted Martine, but months of working in proximity with her opens his eyes to her

subtle appeal.

The pair begin dating, and eventually become engaged. As serving officers aboard the *Enterprise*, they ask **Captain James T. Kirk** to conduct their wedding ceremony. The captain's consent having been obtained, the friends

and fellow-officers of the betrothed couple gather in the *Enterprise's* chapel to witness the ceremony, and to wish them well in their married life.

The happy occasion, however, is interrupted by a red alert. The **Federation Neutral Zone Outposts**, a series of monitoring

facilities built into asteroids along the border of the **Romulan Neutral Zone** in **Sector Z-6**, are under attack. **Outposts 2, 3, 4, and 8**, despite being composed largely of **rodinium**, one of the hardest substances known to Federation science, are utterly destroyed by a new plasma energy weapon.

Unseen enemy

The *Enterprise* engages in a deadly game of silent running with the perpetrator of the attacks, a **Romulan Bird-of-Prey** whose commander has been encouraged, by an over ambitious junior officer with political influence, to make this deadly incursion. Despite the tension of the situation, Martine nevertheless finds time to lighten the mood with joking remarks to her fiancé about how he won't "get off my hook that easily." He

PROFILE ON ANGELA MARTINE

NAME: Angela Martine.

LIFE FORM: Human female

RANK: Ensign.

OCCUPATION: Phaser specialist, later attached to the **U.S.S. Enterprise NCC-1701's** exploration and analysis division.

KNOWN RELATIVES: Robert Tomlinson (intended husband, deceased)

REMARKS: Despite the tragic loss of her fiancé in the line of duty, Martine elects to retain her commission in *Starfleet*, and later appears to have found a potential new



▲ **Ensign Angela Martine is an attractive young woman, who proves herself to be a capable and worthy addition to the crew of the U.S.S. ENTERPRISE NCC-1701.**

soul mate in the form of her colleague, Lt. Esteban Rodriguez.

FIRST SEEN: 'Balance of Terror' (TOS)

SUCCUMBING TO GRIEF

★ Loving glance

Martine looks lovingly into the eyes of her beloved, unaware that their perfect day will be shattered by a devastating conflict with a ROMULAN BIRD-OF-PREY.



★ The pain of loss

The grief-stricken ensign tries desperately to maintain her composure after discovering that Tomlinson has been killed in the line of duty.



★ Happy event

Ensign Angela Martine is the perfect happy bride as she stands beside her fiancé, Lt. Robert Tomlinson, at their wedding. Captain James T. Kirk conducts the ceremony.



Ensign Angela Martine

"You won't get off my hook this easily; I'm going to marry you, Mister . . . battle or phaser weapons notwithstanding!"

— Ensign Martine to Lt. Tomlinson, after their wedding is interrupted

responds by wisecracking that, for the moment at least, he's still her superior officer – so she should get back to work!

Eventually, the stealthy pursuit is abandoned, and in the climactic battle, despite the weapons array taking several hits, Martine and her colleagues pick themselves up and return to their posts, controlling the *Enterprise's* retaliation. The Starfleet vessel ultimately proves victorious, but the ship's crew suffer heavy casualties.

Amongst the fatalities, tragically, is Lt. Robert Tomlinson, Angela Martine's fiancé, who dies of asphyxiation following the rupture of a coolant conduit in the forward phaser array.

Widowed before she is wed, Martine seeks consolation in her faith; she returns to the ship's chapel, the scene of her interrupted wedding ceremony a few scant hours before. Captain Kirk seeks to comfort her, but sensing his feelings of responsibility, she

★ Safe and protected

Martine clings to Lt. Rodriguez when they are threatened by a tiger that appears without warning on the Amusement Park planet.



instead reassures him that she will be alright. Despite her devastating loss, her first thoughts are of others, rather than of herself.

Continuing to serve

Few would judge Martine harshly for resigning her commission in Starfleet, given the circumstances, but it is a testament to her sense of responsibility that



★ New love

Ensign Angela Martine accompanies Lt. Esteban Rodriguez to the Amusement Park planet in 2267. She appears to have formed a close relationship with the capable young officer.

she remains aboard the *Enterprise*, although she does apparently transfer from Phaser Control to the general exploration division. By 2267, Martine is part of the investigative landing party assigned to a **Class-M** planet in the **Omicron Delta** region, charged with the responsibility of determining whether the planet is safe for shore leave for *Enterprise* personnel.

The change of assignment seems to suit Martine, as she seems contented, industrious, and even happy in the company of her colleague, **Lt. Esteban Rodriguez**, who harbors romantic feelings toward her. A year after her bereavement, Martine appears to be considering the possibility of a new relationship, but the budding attachment is curtailed when strange figures from both the personal histories and the folklore traditions of the landing party spring eerily to life, and start attacking the *Enterprise* crew. Martine, in fleeing from a 20th-century warplane making strafing

runs, is apparently killed, but she is restored to health when a being identifying himself as the planet's **Caretaker** appears.

The Caretaker explains that the planet is equipped with sophisticated subterranean equipment that can scan the minds of visitors, then almost immediately create whatever they imagine. Intended as amusement and recreation for beings who were fully aware of the planet's purpose, the images were disturbing and dangerous to the uninformed landing party members. When it became obvious that the *Enterprise* crew were not enjoying the diversions, the Caretaker decided to reveal his presence and repair the injured personnel.

Recovered from her death-like state, Martine embraces Rodriguez, seemingly reconciled to making a go of this new relationship, and of her new career. Her resilience, dedication, and the true, quiet strength of her character is evident, and in the finest tradition of the ideals of Starfleet.

★ Work and play

Martine cannot refrain from glancing across at her new beau, but is mindful to ensure that she completes the task assigned to her capable hands on the Amusement Park planet.



KILLED IN BATTLE

Lost love

After months of working side by side, Angela Martine and her immediate superior officer, Lt. Robert Tomlinson, develop a strong attachment that transcends their professional relationship. The pair become engaged, and decide to marry while still serving a five-year tour of duty aboard the *U.S.S. Enterprise NCC-1701*. Exercising the traditional prerogative of a ship's commanding officer, Captain James T. Kirk agrees to conduct the wedding ceremony, but the happy occasion is interrupted by a Romulan attack, during the course of which Tomlinson is killed in the line of duty.

Ironically, the very qualities of decision, courage, and devotion to duty that attracted Martine to Tomlinson are those which impel him to give his all to save the lives of his crewmates, and of the woman he loves.

▶ Protective hold

Tomlinson is quick to help Martine to her feet after the ENTERPRISE is rocked by the attacking ROMULAN BIRD-OF-PREY.



◀ Tragic end

The inert form of Tomlinson lies on the floor of the Phaser Control Room. The young officer is beyond the help of medical science.



Kira and Odo: Romance

Major Kira Nerys and Chief of Security Odo might appear to outsiders to be an unlikely couple, but the blissful relationship they embark upon in 2374 is built on years of mutual trust and friendship.

The **Changeling** Odo spends the best part of three years pining for a woman he believes he can never have: **Major Kira Nerys**, his colleague on **Deep Space Nine**. Little does he suspect that she returns his affections, though she needs a little prodding to realize it.

Odo and Kira enjoy a fruitful, respectful working relationship for more than two years before he begins to develop feelings for the **Bajoran** woman. They are more alike than they know: dedicated to their jobs, highly moral, and unfailingly loyal to their friends. They are both complex people with straightforward ways.

Absolute beginner

Kira is one of a very few women with whom Odo has ever fallen in love, and he falls heavily. He admits he is vulnerable to her – all she has to do is smile at him, he says, and he is happy beyond reason;

a minor disagreement between them and he is devastated. Kira gives meaning to his life, without ever realizing it. He keeps these feelings well hidden, however, as he is afraid of driving her away. He is instead content to cherish the time they spend together, such as at the Tuesday morning meetings where they discuss criminal activity reports.

Unsuspecting

Kira remains blissfully ignorant. She views Odo simply as a good friend with whom she can discuss issues and her relationships, unaware of the effect it has on the shapeshifter. She notices little details about his appearance that no one else does – but she also blusters indignantly when a **Romulan** officer, **Ruwon**, insinuates that she and Odo might be romantically involved.

Odo is adamant that Kira does not love him. He has

spent three years watching her, and longer studying her, and longer studying human beings, and he cannot find any indication of romantic feelings. He nevertheless brings himself to tell her of his feelings when she becomes trapped by a crystalline formation during an away mission in 2371. This unfortunately turns out to be a

member of his own race, masquerading as Kira, and his secret remains his own.

Kira's relationships with **Vedek Baniel**, and later **First Minister Shakaar Edon**, are a source of frustration and pain to Odo. He even vents his anger by wrecking his quarters at one point. He hides his feelings so well, however, that Shakaar confides in the Changeling about his love for Kira. Much of Odo's advice in this instance reflects his own feelings.

The major finally realizes the extent of Odo's love for her in late 2373, when the **U.S.S. Defiant NX-74205** crew encounters their own descendants – the product of a temporal accident – on the planet **Gaia**. She is stunned by the revelations of a 200 year-old Odo, while the contemporary Odo is speechless when he finds out. Neither is quite sure how to deal with it, but they recognize they need time. They remain awkward around each other for almost a year.

The moment of truth comes in 2374, with a flash of "complete clarity" for Kira followed by a passionate kiss in the middle of the Promenade,

★ Flood of feelings

Odo is tricked into revealing his love for Kira when a Changeling impostor poses as a doomed major.

★ Unrequited

Odo's love for Kira goes unspoken while she conducts her relationship with First Minister Shakaar Edon in 2372.

PROFILE ON STAR-CROSSED LOVERS

2365: Kira and Odo first meet when he investigates a murder on **Terok Nor**.

2369: Begin serving alongside each other on **Deep Space Nine**.

2371: Odo reveals his love for Kira to a Changeling impostor.

2373: Kira learns of Odo's feelings.

2374: Begin their romance.

2375: Odo elects to return to the Founder homeworld.



▲ After years working closely alongside one another, Kira and Odo act upon their burgeoning feelings and begin a romantic relationship in 2374.



★ Friendship

*Kira and Odo first meet on **TEROK NOR** in 2365. He is easily drawn to her striking personality.*

★ Workmates

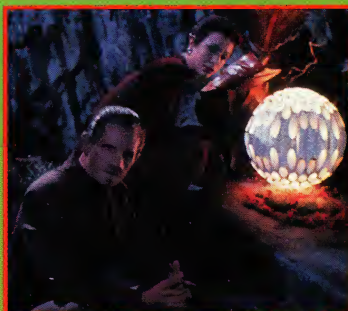
Kira and Odo spend much time working together, but she sees little evidence of his deep feelings.



FRESH FEELINGS



Kira and Odo: Romance



★ Home sweet home

Kira helps Odo reveal the wonders of his home when he discovers the Founder's planet.



★ Revelations of love

A future version of Odo reveals his long-held love for Kira, much to her surprise.



★ Holo-date

Odo is able to relax with Lola, a holographic recreation of Kira created by Vic Fontaine in 2374.



★ A kiss on the Promenade

The uncertain couple share a passionate kiss in front of the crowds on the Promenade.

"You're as beautiful as I remember . . . You don't know how I've longed to hear your voice, see your smile." — a future Odo relates his joy at seeing Kira again after 200 years

an event that comes about following the intervention of the hologram **Vic Fontaine**. The pair tentatively then embark on a relationship, and soon discover that they are very comfortable with it.

They are social – one of their establishments of choice is Vic Fontaine's lounge in the **holosuite** – but equally they share many quiet

and intimate times, and moments of playful humor. They are a tactile couple, and Odo takes to keeping a picture of Kira in his quarters.

Simple pleasures

He gains pleasure from simple things such as watching Kira eat with gusto. He also lavishes gifts and **Rigelian** chocolates on his

love, starting with the one-month anniversary of their first date. They even link together, demonstrating their complete trust in one another.

The relationship changes Odo's entire outlook, and he becomes more optimistic as a whole. Kira, for her part, admits that every time she thinks she has him figured out, he manages to do something that pleasantly surprises her. She worries at times that she is keeping Odo from his people and his destiny – that he is staying with her out of a sense of obligation – but he assures her this is not the case.

The couple have their occasional tussles. Kira is not pleased, for example, when Odo arrests **Vedek Solis** for unauthorized fund raising on the Promenade. She refuses to speak to him for a couple of days, causing Odo to worry unnecessarily that their relationship is over. They support each other at the important times, however. Odo is by her side when Kira leads a vastly inferior force in a blockade of the Bajoran moon **Derna**.

For better or worse

She is there for him in turn when Odo is infected with the disease afflicting the **Founders** later in 2375. He tries to keep this from Kira so as not to worry her, but she is painfully aware of his condition. She also knows that he wants to put up a brave front and protect her from the truth, and she is happy to go along with this if it makes it easier for him. Their responses are an indication of just how much they have come to love each other.

Odo is fortunately cured, but this fact heralds the sad truth that he must return to his own people to cure them. It is time for him to go home. Leaving Kira is one of the hardest things he ever has to do, but they both know it is necessary. She accompanies him to the Founder homeworld, where they promise to remember the moment of their parting, and indeed all of their time together, forever.



★ Working relationship

Kira and Odo maintain an ordered working relationship despite their off-duty love affair.



★ Happy couple

A gentle hand on Kira's arm is a clear display of the love that Odo has for his beloved partner.



★ Concern

Kira cannot contain her emotions when it appears as if Odo will succumb to the Founder disease.

★ Parting is such sweet sorrow

With Kira's blessing, Odo decides to return to the Great Link following the Dominion war.



REVEALING LOVE

Ignited sparks

Odo is spurred into positive action by the holographic club singer **Vic Fontaine**. Vic understands the Changeling's fear that Kira simply views him as a friend, but he also explains that women sometimes change their minds if they are given a reason. He encourages Odo to "thaw out" and relax, and even conjures up **Lola Chrystal**, a sultry club singer with Kira's features.

The holosuite is a different world to **Deep Space Nine**, however. Odo knows that he may be a Romeo within its walls, but as soon as he faces Kira again, it will be back to square one emotionally. Vic thus decides to take action. He pays a visit to Kira and impresses upon her how much Odo is in love with her. He then organizes a candle-lit dinner for the pair. Kira is a little nervous but Odo, believing his dinner date is Lola, is relaxed enough to really be himself.

The perfect romantic evening turns sour when Odo realizes Kira is the genuine article and leaves, mortified. The depth of their feelings cannot be denied, however, and the major confronts the situation for once rather than backing away. They swiftly end up in each other's arms.

▶ Easing up

Vic Fontaine's advice allows Odo to reveal his feelings to Kira – albeit only within the confines of a holosuite.



◀ Dinner date

The unsuspecting couple share a somewhat nervous candle-lit dinner before Odo eases into his more confident manner.

Balok

Balok is one of the more enigmatic aliens to be encountered by Captain James T. Kirk of the *U.S.S. Enterprise NCC-1701*. The crafty commander of the powerful First Federation vessel *Fesarius* embarks on a clever program to test the *Starfleet* crew's true disposition and resolve.

Starfleet captains charting the final frontier are charged with establishing cordial **First Contact** with new species and pursuing peace at all costs. Not all Galactic powers are so altruistic or responsible, however – which leads the union known as the **First Federation** to conduct a series of tests to identify the true intentions of intruders into their space.

In command

Balok – pronounced “Baylok” – is the commander of the empire’s flagship, the *Fesarius*. It is an impressive spherical craft that glows brightly with green and yellow energy, as myriad patterns play over its mottled surface. The nature of the First Federation itself is unclear; Balok claims to be alone and running the “entire complex” himself, indicating that he is either one of very few citizens, or far from home. He encounters the Starfleet vessel *U.S.S. Enterprise NCC-1701* in 2366, and sets about evaluating the newcomers by disguising his personal appearance

and his intentions.

An unmanned warning buoy is his first point of contact. It resembles a cube balanced on one of its corners. It spins on its axis and glows brightly, reflecting every color of the rainbow from its facets. The object intercepts the *Enterprise* and actively blocks the starship from proceeding any further. This naturally causes some consternation among the starship’s crew, and the harmful radiation emanating from the buoy forces **Captain James T. Kirk** to fire **phasers** and destroy it.

A good fake

The *Fesarius* arrives quickly at the scene. The vessel is massive in comparison with the *Enterprise*, giving some indication of the technology at Balok’s disposal. He also employs exceptionally powerful sensor probes that are able to scan every system aboard alien vessels. The information he gains in this way from the *Enterprise* data banks could conceivably have been faked, however, so the only firm evidence he has of their intentions remains the destruction of the buoy.

PROFILE ON BALOK

NAME: Balok

LIFE FORM: Male of unknown origin

POSITION: Commander of the First Federation flagship, the *Fesarius*.

REMARKS: Bald and physically diminutive child-like humanoid of indeterminate advanced age. Balok exhibits extremely high levels of intelligence and curiosity, along with a garrulous and friendly personality after satisfactory investigation of foreign species and their dispositions.

FIRST SEEN: “The Corbomite Maneuver” [TOS]



▲ Balok’s child-like demeanor is juxtaposed against the formidable technology he has at his command aboard the *FESARIUS*, and his interest in cultural exchange.

Balok’s intention is to assess the **Federation’s** reaction to an overt display of aggression on his behalf. He accuses Kirk of representing a primitive and savage civilization, and refuses to listen to explanations. He also demonstrates his willingness to open fire by destroying a recorder marker fired from the *Enterprise* back to **Starfleet Headquarters**. These threats and the

★ **Surprise**
Kirk, McCoy, and Lt. Bailey are surprised at the confined space in the *FESARIUS*.



★ **Solo in satin**
Balok dresses and surrounds himself in sumptuous fabrics.



SECOND IMPRESSIONS



★ **Bluffing**
Kirk realizes that Balok uses a model to portray a more frightening visage.



★ **Unidentified object**
The *U.S.S. ENTERPRISE NCC-1701* appears inconsequential alongside the immense *FESARIUS*.

Balok

★ A perfect host

Balok extends his hospitality to Kirk, McCoy, and Bailey in his luxurious quarters.



★ Lonely Existence

Balok tells his Starfleet guests about his solitary existence aboard the FESARIUS.

Fesarius's obvious firepower cause some panic among the more inexperienced crew members.

Strategy

A number of Balok's actions nevertheless betray the fact that his intention is not wanton destruction. He probes the *Enterprise* computers to discover more about his adversaries' cultures, and uses his newfound knowledge to make himself more easily understood. He talks in Earth measurements such as minutes, for example. He demonstrates a certain compassion, even more tellingly, by allowing his victims a little time to make peace with their deities before facing apparent death.

Balok is forced to rethink his approach when Kirk makes one



of his typical bluffs. He claims that a substance known as **corbomite** is incorporated into the hulls of every Earth vessel, reflecting destructive energy and making them impervious to attack. Balok is unable to completely discount this, and changes his tactics accordingly. He informs the captain that the *Enterprise* will be escorted to a planet with a suitable environment, where the crew will be interned. Kirk has other ideas, however, and forces the *Enterprise* free from the **tractor beam**.

Commander Balok is satisfied that the Starfleet crew has not resorted to undue force in the face of this aggression. He embarks on another gambit in his assessment program: sending out a distress signal indicating that he has lost engines and life support systems.

"I thought my distress signal quite clever. It was a pleasure testing you."

— Balok reveals his true appearance and agenda to the bemused Captain Kirk

★ Nectar

Balok serves tranya, a drink he finds delectable; he emits a sigh of pleasure after each sip.



★ Culture shock

Balok suggests a cultural exchange, and Kirk and McCoy agree that Bailey would make the perfect ambassador — he embodies all of humanity's traits.

He is finally convinced of Kirk's humanitarian credentials when the captain transports aboard to offer assistance rather than take the opportunity to attack.

Child's play

Balok's true nature is finally revealed. He is the size of an eight-year-old human child, with a round, face, a snub nose, and what appear to be well-spaced baby teeth. He wears gray satin robes, tied at the front with a brooch, and a gray-colored headband across his bald pate. He welcomes his guests aboard in a high, jaunty voice.

Balok is the perfect host. He bids them sit and be comfortable on the plush couches dotted about, and he serves up a beverage named **tranya**. He is evidently very fond of the drink, as he emits a satisfied sigh after each gulp. He is also rather proud of the *Fesarius*, and enjoys conducting his visitors on an inspection tour.

The little alien is prone to throwing back his head and laughing when he finds humor or appeal in a situation. He is actually rather gregarious, and the fact that he is the only crew member aboard the *Fesarius* means he misses conversation and company. He makes a proposal to Kirk that will perhaps satisfy both of them: allowing one of the *Enterprise* crew members to remain aboard the *Fesarius* as a cultural envoy to the First Federation.

Balok's initial desire is for a representative of the best Earth has to offer, but in the event the nominated officer is **Lt. David Bailey**. The young navigator personifies the myriad qualities, good and bad, that make up humanity. He will facilitate an exchange of information and experience with their new friends — one of the core principles of Starfleet.

Balok believes that he and Captain Kirk are very much alike. They are both diplomatic, amenable, and in the business of making peace. Their methods may differ, but the results speak for themselves.

LITTLE GREEN MEN

Wolf's clothing

One of the first steps on Balok's agenda is to establish voice communication with the *Enterprise*. He sends a message over the *Enterprise's* navigation beam — an unusual form of communication — that is heard all over the ship. He identifies himself, and accuses the starship of trespassing into the First Federation's star systems. His voice is deep and foreboding — designed, as it transpires, to inspire fear in the Starfleet crew.

The fearsome countenance projected over the viewscreen is also calculated for this effect. Balok appears to have a narrow, angular face with a large mouth and prominent nose. His eyes are large and yellow with thin black pupils, rather like a snake's. His domed scalp rises to a smooth crest, and each side of the head is flattened, giving a generally misshapen impression. The utterly alien impression is enhanced by the fact that the face displays little expression. This is because it is, in fact, a mannequin — the Mr. Hyde to his Dr. Jekyll, as Balok puts it.



▲ Onscreen persona

The Balok the crew sees onscreen is intended to instill fear and trepidation — an intentional misrepresentation.

◀ Boy's buoy

The U.S.S. ENTERPRISE NCC-1701 encounters a mysterious spinning cube which moves closer and closer to the ship.

FILE 58 OTHER CHARACTERS AND LIFE FORMS

Irina

As an adept pilot, Irina is a natural candidate for the Antarian Trans-stellar Rally, but unknown to the other competitors, having an opportunity to demonstrate her piloting skill is not the only reason for her choosing to compete.

Ensign Harry Kim and Lt. Tom Paris are offered a real opportunity to put the new *Delta Flyer* through its paces when a pilot of an unknown vessel challenges them to a race in 2377; not being one to back down from such an offer, the *Delta Flyer* crew accept.

The race is closely fought, not least because the alien vessel has gained a head start because of the impetuous nature of its pilot, but by employing their new **impulse thrusters** the crew succeed in beating the ship to the finish, and win "by a nose." The strain of the contest, however, overloads the power transformer of the other ship, filling it with toxic **Nyocene gas**, and an emergency transport brings their opponent to the *Delta Flyer*; this marks the first encounter between Irina and the **Starfleet** crew.



★ Race on

The crew of the *DELTA FLYER* receive an unexpected challenge from the pilot of an unidentified vessel.

★ Hidden agenda

Irina's charming nature evaporates when she realizes that her plan to disrupt the Antarian Trans-stellar Rally is placed in jeopardy.

Irina possesses a slim humanoid build, with something distinctly impish about her facial features. Her hair is blonde and over shoulder length, and is tied elegantly in a single ponytail behind her head. Her most salient features, and no doubt those typical of her race, are her ears, which taper upward until they fork into two protrusions. The jump suit she wears is completely figure-hugging, consisting of a fuchsia suffused upper section, with colored seaming patterning the sleeves, and a bright green trouser section that has a sheen to it as a result of the materials used in its design.

Instant attraction

Ensign Kim is immediately taken by the nubile pilot, and he invites her back to the *U.S.S. Voyager NCC-74656*, and in so doing perhaps betrays something of the burgeoning affection he feels toward her. His attentions pay off, however, when she agrees to return

PROFILE ON IRINA

NAME: Irina

LIFE FORM: Humanoid female

HOME: Small Trinary system

SKILLS: Irina is an accomplished engineer and pilot.

REMARKS: Irina appears to act unilaterally in her attempts to kill hundreds of innocents at the finish line of the Antarian Trans-stellar Rally in 2377.

FIRST SEEN: "Drive" [VOY]



▲ Irina is a skilled sublight speed pilot, but she will require more than ability if she is to win the Antarian Trans-stellar Rally.

with them to *Voyager* to find spare parts for her ship, and Harry's actions lead Paris to dub him "Ensign Eager."

Irina is clearly as skilled an engineer as she is a pilot, having specially designed an impulse drive for her ship that makes it exceptionally maneuverable. Her repairs do not take long to conduct, and she talks to Kim about her preference for impulse travel, which she contends

truly tests the skills of a pilot. It is at this conversational juncture that she informs Harry of her entry into the **Antarian Trans-stellar Rally**.

Testing event

The race course is over two billion kilometers long, and features a number of naturally occurring space phenomena to test the piloting skills of a pilot at sublight speeds. With no

real persuasion required, the *Voyager* team set about modifying the *Delta Flyer* so that it can fulfil the entry criteria for the competition, and Irina, seemingly out of kindness, offers them a **fuel converter** that allows the craft to be powered by enriched **deuterium** fuel – a prerequisite for entering the tournament.

The competition is more than mere sport however, as the rally preserves the

PILOT, HOST, TERRORIST



★ Personal touch

Irina is particularly familiar with all her ship's systems for the simple reason that she custom built most of them.



★ Playing host

The *U.S.S. VOYAGER* provides an apolitical venue for the race ceremonies. The gregarious Irina prepares the *DELTA FLYER* team by introducing them to the race competitors.

OTHER CARDS IN THIS FILE...

53 TINCOO

59 DERRAN TAL

SEE OTHER FILES...

OTHER STARSHIPS.....FILE 40

STARFLEET PERSONNEL...FILE 43

STAR TREK: VOYAGER.....File 71

Irina



★ **More than just friends**
Ensign Kim is disappointed to witness Irina's apparent affection for her copilot, Joxom.



★ **Piloting partners**
Irina and Joxom pilot their vessel successfully through the first stage of the Trans-stellar Rally.



★ **Out of the running**
A sabotaged phase inverter leaves Joxom with severe burns – and Irina without a copilot.

"Warp's fine if you like going fast in a straight line. But to me that's just physics, not flying."

— Irina explains her piloting philosophy to Ensign Kim.

diplomatic relations existing between alien cultures inhabiting the sector. The fragility of the peace is demonstrated when a diplomatic incident is nearly caused because of the disputes surrounding the hosting of the pre- and post-race celebrations. **Ambassador O'Zaal** finds it difficult to appease all the parties concerned, but the situation is resolved through the intercession of **Captain Kathryn Janeway** who provides neutral ground by hosting the activities on board *Voyager*.

Race preparation

During the pre-race celebrations, Irina provides vital inside information to the Starfleet crew, and warns them of **Assan** who she reveals to be a particularly dangerous warrior pilot. It is also during these proceedings that she provides a warm reception to her copilot **Joxom**, much to Ensign Kim's disappointment.

During the race *Irina's Vessel* quickly establishes its supremacy in the field as it swiftly moves to the front of the racing pack. Her position deteriorates rapidly,

however, when the ship leaves the **Mobius Inversion** and Joxom's console explodes. The race is suspended and an investigation launched. Irina claims that Assan's aggressive driving is responsible, but *Voyager's* Chief of Security, **Lt. Commander Tuvok** reveals that the accident can be attributed to a sabotaged **phase inverter** found aboard Irina's ship. O'Zaal considers abandoning the race, but Irina's persistence, ostensibly because she wants to win, persuades him to recommence it. Joxom is severely injured and will not be able to continue the race, but a willing replacement is found in the form of Ensign Kim.

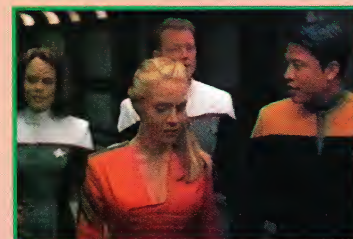
A new role

After a pleasurable evening spent repairing the ship's systems, Ensign Kim and Irina restart the rally trailing the *Delta Flyer* that holds pole position. A malfunction in the **EPS relays** brings their vessel to a stand still, and Kim's attempts to rectify the problem are thwarted when an energy emission, similar to the one that caused 30 percent burns to Joxom, narrowly misses him. Irina then reveals her true nature by drawing a hand weapon on the stunned ensign. Kim causes the ship to jolt and he wrestles the weapon from her, but since the vessel and its communications are disabled, he can only wait for the conclusion of the race for a rescue to be mounted. Irina admits to possessing a xenophobic nature, and she wishes to persuade her species to adopt more isolationist politics by sabotaging the race, but she leaves Harry to deduce the intricacies of her plot.

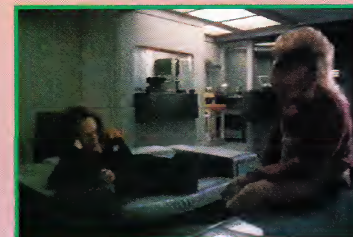
Ensign Kim perceives Irina's previous generosity and affability in an entirely new light; her desire to bring the *Delta Flyer* into the competition was spurred by her terrorist inclinations, and he realizes that the *Flyer's* fuel converter has been rigged to explode. Using his ingenuity, Kim scuppers Irina's plan by contacting the *Delta Flyer* using a primitive morse code transmission, and the day is saved when the Starfleet vessel ejects the fuel converter that is found to have been leaking dangerous



★ **Inquest**
Captain Kathryn Janeway launches an investigation after it is discovered that Irina's vessel has been sabotaged.



★ **Ensign eager**
In his efforts to court the affections of Irina, Ensign Kim offers his piloting services.



★ **Suspicious minds**
The only thing to be aroused aboard Irina's ship is Harry Kim's suspicion at his pilot's reluctance to finish the race.



★ **Saboteur unmasked**
Irina reveals that her distrust and hatred of other races inspires her terrorist undertaking.

veridium isotopes. Irina is presumably detained and arrested once the race is concluded.

Irina is totally ruthless, and for the sake of completing her objectives is willing to place the lives of friends, such as Joxom, and relative strangers in jeopardy.

KIM AND SEXY SABOTEURS

Dangerous Liaisons

Harry Kim's brief relationship with Irina is not the only occasion in the young ensign's personal history when he becomes involved with a separatist. In 2375, he meets a **Varro** female called **Derran Tal** who has lived aboard a *Generational Ship* all her life. While repairs are being conducted to her ship, she begins an intimate relationship with Harry Kim. The isolationist policies adopted by her race frustrate her as, unlike Irina, she craves the opportunity to explore the Galaxy and interact with other species. Her dreams are tantalized by Kim, who takes her to see a **Class-3** nebula when they transport aboard a *shuttlecraft* together.

In order to achieve her wishes Tal takes the rather drastic action of introducing silicon based parasites into the linkages between the *Generational Ship*, hoping that once the vessel is segmented she will be able to escape and embark on a life of adventure and exploration. Microfractures soon appear on the *Generational Ship* and it fragments. She, and her collaborators, escape punishment from their superiors, but her new-found freedom comes at a price when she is forced to leave behind Harry Kim in search of her new destiny.

Similarities

Ensign Harry Kim's infatuation with the Varro female Derran Tal, mirrors his later feelings for Irina; both are passionate and dedicated women.



Captain Proton's Ray Gun

Lt. Tom Paris's 'Adventures of Captain Proton' holodeck program, based on examples of 1930's television science fiction serials, employs early 20th-century visions of how future weaponry would operate and be designed.

In early 2375, Lt. Tom Paris of *U.S.S. Voyager NCC-74656* devises a holodeck program designed to duplicate the look and feel of classic 1930's Earth low-budget non-interactive film serials. Faithfully reproducing the monochromatic color reproduction of the time, Tom Paris adopts the title role of **Captain Proton**, a human space traveler who journeys through the Sol System in his *Rocket Ship* defending Earth from numerous menaces including his arch-nemesis **Dr. Chaotica** and **Satan's Robot**. Accompanying Captain Proton is **Ensign Harry Kim** as Proton's best friend **Buster Kincaid**, along with the character of his beautiful secretary **Constance Goodheart**, a role played on at least one occasion by **Seven of Nine**. Wishing to create as accurate an environment as possible, Paris pays very close attention to the design of every element, including the technology represented by the limited special effects employed within these serials. One vital piece of equipment mirror *Starfleet's* own technology in the form of a portable offensive and defensive weapon referred to as a **ray gun** by Captain Proton.

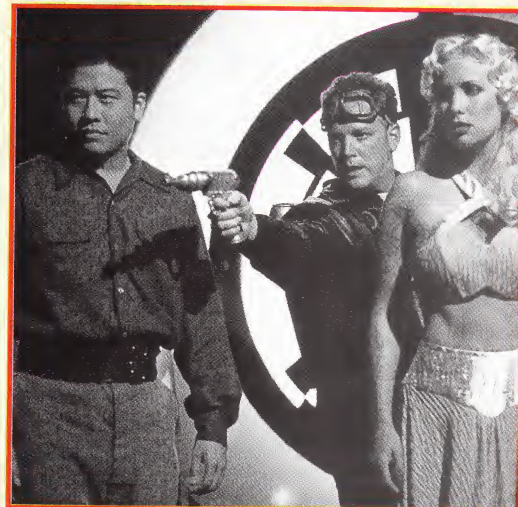
Captain Proton's ray gun is a lightweight, handheld weapon that is carried with the space adventurer at all times. Housed within a black

holster long enough to encase the relatively long muzzle of the gun, it can be drawn and ready for action very quickly, as the upper part of the holster is cut back to allow fast access to the grip and part of the trigger guard. The holster is secured to a thick waist belt worn over Captain Proton's flight jacket via a single flap that extends upward from the back of the holster, allowing the weapon to hang freely over Tom Paris's right thigh. While the Captain Proton environment functions in black and white, the ray guns of both Tom Paris and Harry Kim contain some color although this cannot be seen while the programs are running.

Old school fire power

Captain Proton's gun is over 20 centimeters in total length, making it far more cumbersome in operation than the weapons available to *Starfleet* personnel. In keeping with the overall 1930's design motif, the weapon is designed less around functionality, and more around a stylized view of what future armaments may

▶ **Captain Proton's ray gun emits a conical energy beam when fired, accompanied by a crude sound effect. Proton does not hesitate to use his weapon when he is presented with threatening situations.**



▶ **Buster Kincaid, Captain Proton, and his secretary Constance Goodheart again find themselves in a situation where they require fire power for protection and persuasion.**



PROTON'S RAY GUN

The ray gun is approximately 20 centimeters in length. Its cylinder is silver and decorated with metallic blue triangles at both ends.

The delicately designed firing tip narrows through three increasingly small tiers. At its discharge point, a crest rises from the top in a manner akin to the smoking guns of old.

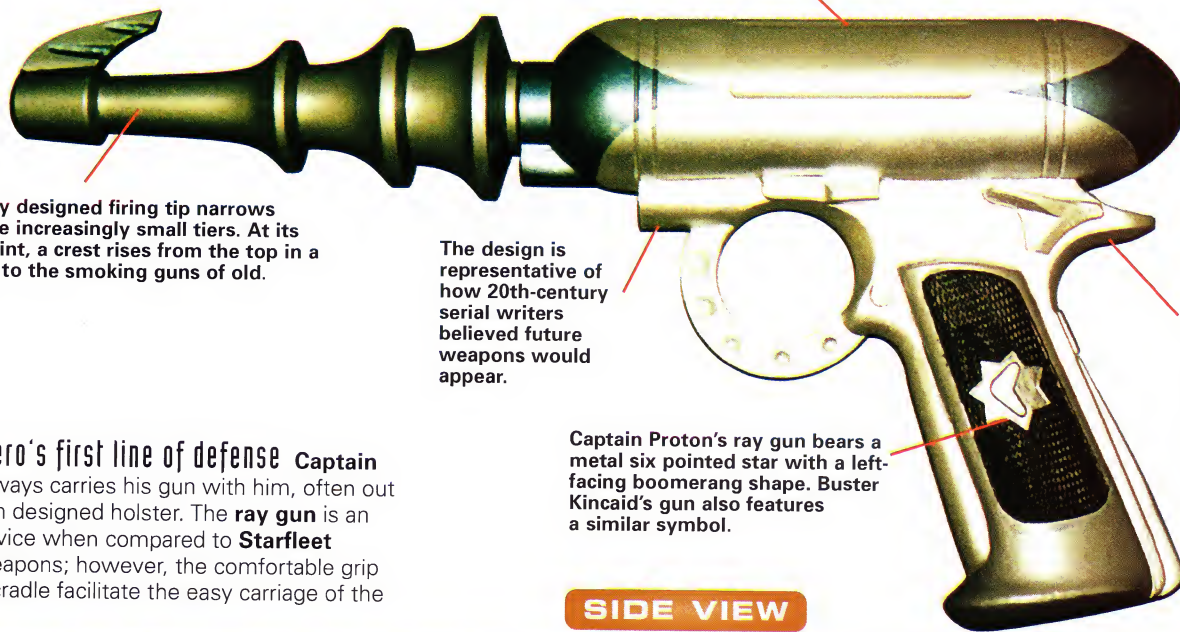
The design is representative of how 20th-century serial writers believed future weapons would appear.

The top of the handle curves out toward the wrist when held, cradling between the thumb and index finger.

▶ **A superhero's first line of defense** Captain Proton always carries his gun with him, often out of its custom designed holster. The **ray gun** is an unwieldy device when compared to *Starfleet* handheld weapons; however, the comfortable grip and curved cradle facilitate the easy carriage of the extra bulk.

Captain Proton's ray gun bears a metal six pointed star with a left-facing boomerang shape. Buster Kincaid's gun also features a similar symbol.

SIDE VIEW



Captain Proton's Ray Gun



▲ **Captain Proton and Buster carry different guns, but they both discharge a powerful wide energy beam that extends to the target and disables it.**

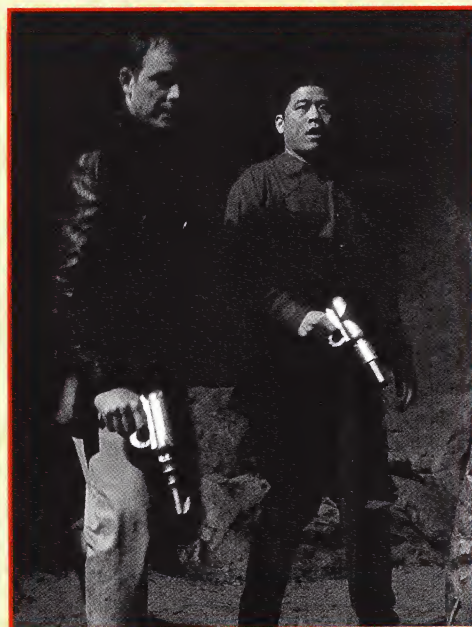
have looked like from an early 20th-century Earth perspective. In reality, the weapon has no functionality unless the holodeck safety protocols are disengaged; with them in place, the ray gun only operates in a limited capacity within the holographic environment for which it is designed – disabling photonic characters, but leaving organic players unharmed if they are struck by its energy beam. Nevertheless, Tom Paris attempts to maintain authenticity in the detailing of the gun. Constructed from an unknown material, the ray gun consists of a short pistol grip connected to a cylindrical primary firing chamber from which issues an extended barrel. The grip is long and narrow, allowing a comfortable grasp, and the butt is slightly flared outward, which along with the inset dark colored panel on either side of the grip reduces the possibility of the weapon slipping out of Captain Proton's grasp during use. There is a small icon embossed in the same silver color used on the majority of the gun's casing, different in design to the red icon found on Harry Kim's more simplified ray gun, that includes a red color scheme and a less ornate barrel and muzzle.

Directly in front of the upper part of the

forward angled grip is the circular trigger guard formed by a narrow drilled plate underneath the primary firing chamber. There does not appear to be any kind of trigger mechanism within the guard, although activation of the weapon is achieved by pressing inside this area. The upper main chamber is a simple cylinder, with the rear of the unit terminating in a curved end cap that is colored with a narrowing blue chevron matched at the front of the chamber shortly before it connects to the muzzle. The muzzle itself consists of three circular plates connected by forward curving cones that reduce in size from the rear to the front of the weapon, eventually narrowing to the ray gun's barrel that is cased in a thicker end-cap with a backwardly angled fin acting as a rudimentary aiming mechanism on the top. On activation, both Harry and Tom's weapons issue a thick conical beam of focused energy that incapacitates the target immediately. The emission of the beam is complimented by a crude sound effect, again in keeping with the authenticity of the recreation.

Fired in anger

The only time that the ray gun has been used for any purpose other than as a prop in a holodeck fantasy occurs in 2375, when *Voyager* is invaded by the **Night beings**, humanoid creatures that inhabit an expanse of the **Delta Quadrant** seemingly devoid of stars. Lt. Paris and **Seven of Nine** are stranded within the 'Adventures of Captain Proton' scenario, and while looking for a way to exit the holodeck they discover a solitary Night being. The creature reacts violently to a flashlight being swept across it, producing a ball of energy that it projects toward Paris. Seven's reaction to this attack is swift; she kneels beside Paris, and unclips the ray gun from his belt, simultaneously ordering the computer to disengage the safety protocols. She then fires a powerful beam at the creature, easily disabling it, and proving that Captain Proton's ray gun is an effective weapon.



▲ **1930's science fiction heroes always carry protection in hostile enemy environments, as they never know what insidious evil they may encounter.**



▲ **Seven of Nine uses Captain Proton's ray gun with the safety protocols disengaged to stun a Night being that infiltrates the U.S.S. VOYAGER NCC-74656.**

BUSTER KINCAID'S RAY GUN

The barrel of the ray gun is long and cylindrical. It is constructed from an unidentified silver metal and decorated with red accents.

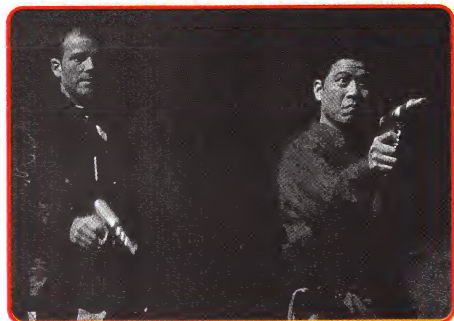


SIDE VIEW

Buster's ray gun has a more robust firing tip than Captain Proton's weapon. It is black, and it narrows to its tip in a cylindrical cone shape.

The index finger rests in the circular trigger – even though no firing mechanism is visible.

The wide three-toned handle is lightly textured in its delicate dark gray section for a firmer grip.



▲ **A sidekick's sidearm**
Ensign Harry Kim plays **Buster Kincaid**, Captain Proton's sidekick. His ray gun is of a less distinctive design – indicative of his lesser role in the the scenario.

▲ **Buster Kincaid is quick to use his ray gun as both an offensive and defensive weapon; he is always prepared to fulfill his mission and protect his captain.**

STAR TREK: DEEP SPACE NINE Index

Part 2 The crew of *Deep Space Nine* have encountered many diverse alien races, from the familiar Alpha Quadrant species to strange and bizarre life forms found while journeying through the unexplored regions of the Gamma Quadrant. Most dangerous of all is the powerful Dominion, led by the shape-shifting Founders.

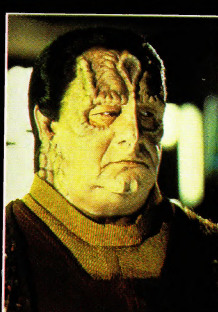
CARDASSIANS



Gul Dukat
File 50 Card 1



Tora Ziyal
File 50 Card 4



Enabran Tain
File 50 Card 6



Damar
File 50 Card 7

FERengi



Ishka
File 51 Card 4



Grand Nagus Zek
File 51 Card 5

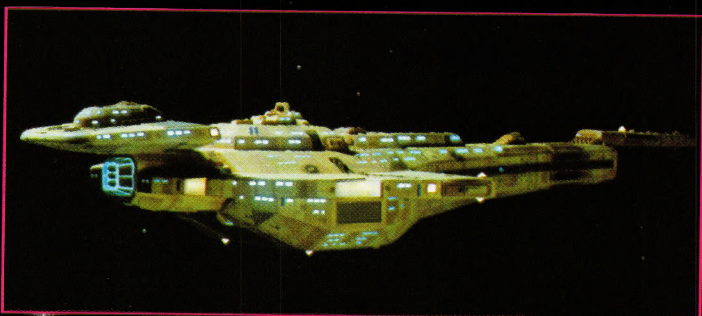
GALOR-CLASS VESSEL

File 36 Card 1

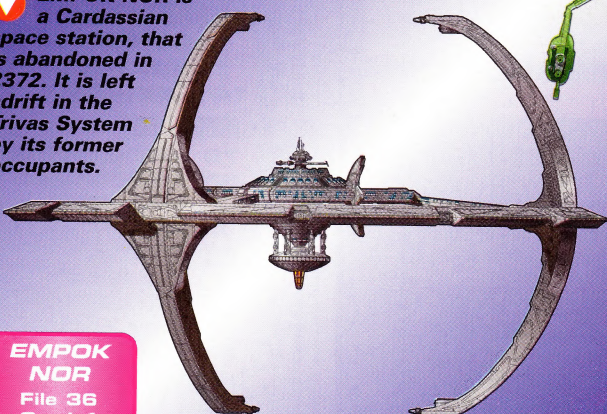


STARBOARD VIEW

AFT VIEW



▼ **EMPOK NOR** is a Cardassian space station, that is abandoned in 2372. It is left adrift in the Trivas System by its former occupants.



EMPOK NOR
File 36 Card 4

KLINGONS

I.K.S. ROTARRAN:
Bridge
File 34 Card 9A

▼ The bridge of the I.K.S. ROTARRAN is a cramped and dark command center that nevertheless serves its crew well.



KLINGON BIRD-OF-PREY

File 34 Card 1

▼ This KLINGON BIRD-OF-PREY is equipped with powerful disruptor cannons, photon torpedoes, and a cloaking device.



Gowron
File 48 Card 7



Kor
File 48 Card 9



Martok
File 48 Card 11

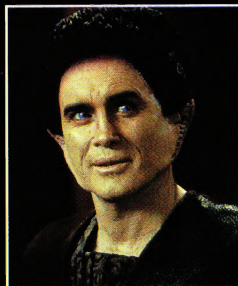
STAR TREK: DEEP SPACE NINE Index Part 2



THE DOMINION



Female Shapeshifter
File 54 Card 4A



Weyoun
File 58 Card 2A

▶ This hands-free virtual reality headset is used to command warships through direct system and operation links. Designed for agents of the Dominion, other races can use them but often suffer side effects.



Dominion Headset Viewer
File 63 Card 12

▶ The Jem'Hadar are the foot soldiers of the Dominion.

The Jem'Hadar
File 16 Card 4



▶ The deadly JEM'HADAR WARSHIP poses a considerable threat to Federation starships.

▶ The darkly lit command center makes few concessions to the crew's comfort.

JEM'HADAR WARSHIP
File 40 Card 14A

JEM'HADAR ATTACK SHIP: Bridge
File 40 Card 14E

MAQUIS



Michael Eddington
File 43 Card 70

MIRROR UNIVERSE



Mirror Universe
File 18 Appendix Card 2

▶ The Mirror Universe is accessed by DEEP SPACE NINE crew members in 2370.

THE PROPHETS AND THE PAH-WRAITHS



The Pah-wraiths and the Restoration
File 10 Card 16B

▶ The Prophets are regarded as Gods by the Bajoran people, and the Pah-wraiths are their evil counterparts. They once shared the Celestial Temple, and with the Reckoning the Pah-wraiths plan to regain control of their former domain.

▶ Commander Benjamin Sisko is named as the Emissary of the Prophets when he accesses the Bajoran wormhole in 2369.



VIC FONTAINE



Vic Fontaine
File 56 Card 7

SECTION 31



Luther Sloan
File 43 Card 83



Section 31
File 19 Card 10A

▶ Sloan is an operative of Section 31.

STAR TREK: DEEP SPACE NINE FILES

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- 34 1 KLINGON BIRD-OF-PREY
- 36 1 GALOR-CLASS VESSEL
- 40 14A JEM'HADAR WARSHIP

SECTION 4: PERSONNEL FILES

- 43 70 MICHAEL EDDINGTON
- 43 83 LUTHER SLOAN
- 48 7 GOWRON
- 48 9 KOR
- 48 11 MARTOK
- 50 1 GUL DUKAT
- 54 4A FEMALE SHAPESHIFTER
- 56 7 VIC FONTAINE
- 58 2A WEYOUN

SECTION 6: STARSHIP LOG

- 70 STAR TREK: DEEP SPACE NINE



'Drive'

With the blessing of Captain Kathryn Janeway, Lt. Tom Paris enters the new *Delta Flyer* in the Antarian Trans-stellar Rally. His competitive spirit is curtailed, however, by a mysterious saboteur, and a turning point that occurs in his relationship with Lt. B'Elanna Torres.

'DRIVE'

"He can be an ... erratic individual. He's also a very competent officer and clearly a skilled pilot."

— Seven of Nine's assessment of Tom Paris

Tom Paris and Harry Kim are testing a new *Delta Flyer* when a small craft pulls alongside and challenges them to a race. Through the timely use of **impulse thrusters** the *Flyer* wins, but a malfunction in the other ship results in the release of toxic gas.

Tom transports a woman aboard the *Flyer*, who explains that her power transformer has exploded. Harry, very taken with her, suggests they obtain a replacement from the **U.S.S. Voyager NCC-74656**.

Aboard *Voyager*, **B'Elanna Torres** works hard to convince the **Doctor** to forgo his **holodeck** time in order to let her and Tom enjoy time in a vacation paradise program.

The other craft is repaired on *Voyager*, but Harry is rebuffed when he asks questions of its pilot; **Irina** proves far more forthcoming with Tom, whose conversation concerns itself more with her ship. She is in the sector to participate in the **Antarian Trans-stellar Rally**, a 2.3 billion kilometer course through three obstacle-laden segments. Tom considers it a formidable test of craft design and piloting skills, and wishes to participate. Irina offers the use of a **deuterium fuel converter**, enabling the *Flyer* to conform to the race regulations.

Excited entry

The race is a peaceful commemoration of the signing of a treaty that ended a prolonged period of war between four species within the sector. **Captain Kathryn Janeway** is convinced that the participation of the *Delta Flyer* will be a good public relations exercise, but there is mixed reaction among others aboard *Voyager*; **Tuvok** considers it a drain on resources, but B'Elanna greets the postponement of her planned holodeck vacation with Tom with uncharacteristic understanding, realizing the race to be a unique opportunity.

B'Elanna's understanding, however, masks her growing belief that she and Tom are not a compatible couple. She is unconvinced by **Neelix's** rebuttal of her assertion that love may not be enough, and refers to a maxim of her grandmother's that there are some couples who are a bad match. For B'Elanna, the fun she and Tom have shared is not enough, and she plans to inform him of this after the race. Neelix suggests she do so sooner rather than later.

ON SCREEN...



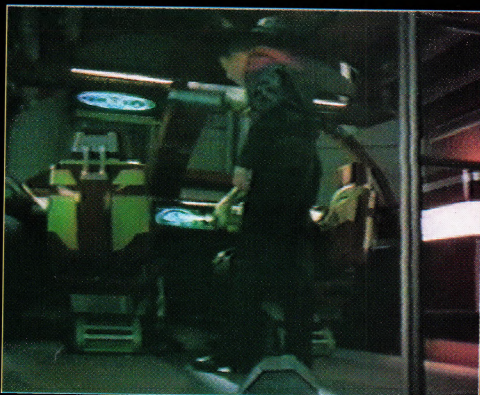
1 Irina pulls alongside the new **DELTA FLYER**. Tom Paris cannot resist engaging in an impromptu race with her, against the wishes of Harry Kim.



2 B'Elanna Torres manages to persuade the **Doctor** to give up his precious holodeck time so that she and Tom may enjoy a vacation together on Gedi Prime.



3 **IRINA'S VESSEL** is brought aboard the **U.S.S. VOYAGER NCC-74656** and repaired in a shuttlebay after suffering an explosion to its power converter.



4 Harry Kim is obviously attracted to Irina, but she shows more interest in Tom Paris, and invites him to enter the Antarian Trans-stellar Rally.



5 To the surprise of the senior staff, **Captain Kathryn Janeway** approves Tom Paris's plan to enter the **DELTA FLYER** in the Antarian Trans-stellar Rally.



6 Torres confides in Neelix that she has doubts as to the longevity of her relationship with Tom. He provides a friendly ear, and sound advice.





'Drive'

Race organizer **Ambassador O'Zaal** comes aboard *Voyager* to finalize the details of the *Delta Flyer's* participation, and explains his unenviable position. Every decision he makes in favor of one species offends another, and the peace between the four is still fragile. He gratefully accepts Captain Janeway's offer to host pre- and post-race festivities aboard the neutral territory that is *Voyager*.

During a pre-race social gathering Tom attempts to make the acquaintance of a competitor named **Assan**, a former warrior pilot who refuses any camaraderie. Irina, on the other hand, is exceptionally pleased at the arrival of her co-pilot, **Joxom**, dashing Harry's hopes. The entire crew have come to embrace the idea of the race, even **Seven of Nine** who works out the optimum course for the *Delta Flyer*. She mentions to B'Elanna that she finds it easier to work with Tom if she responds to his enthusiasms. B'Elanna takes the comments to heart and supplants Harry as Tom's co-pilot.

Close racing and terrorist activity

A risky maneuver instigated by B'Elanna sees the *Delta Flyer* win the first stage of the race, but she alienates Tom as the pilot. Furthermore Irina blames Assan's aggressive tactics for an injury suffered by her partner. Tuvok's investigation reveals that her ship has been sabotaged, and coupled with threats received before the race, O'Zaal believes an attempt to destabilize the peace. His offer to postpone the race is rejected, and Harry Kim becomes Irina's new co-pilot.

Harry learns that Irina's relationship with Joxom was purely professional, and he speaks of her in glowing terms. Once the race resumes, however, he learns that she has sabotaged her own ship. Without quicker reflexes Harry would have suffered the same injuries as her former co-pilot, and he discovers that the entire ship has subsequently been disabled.

Aboard the *Delta Flyer* Tom and B'Elanna's relationship is disintegrating. Tom stops the vessel a million kilometers from the finish line to resolve the situation, citing their relationship as his priority. Harry further learns that the fuel converter Irina supplied to the *Delta Flyer* is rigged to explode at the finish line. She does not believe in the prevailing peaceful coexistence of races

and her intention is to reignite the war.

Tom and B'Elanna reconcile in time to receive a morse code warning from Harry. With a **warp core** breach imminent, Tom leaves the course and heads for a nebula filled with ionized gas that will contain the resulting explosion. With the warp core

primed to detonate in a matter of seconds he proposes to B'Elanna.

The warp core is ejected in time, and the *Flyer* survives the resulting shockwave. Tom and B'Elanna return to *Voyager* having lost the race, but cemented their relationship; they marry soon after their return to *Voyager*.

ON SCREEN...



7 A pre-race party is held aboard **VOYAGER**. All of the competitors attend, including the Starfleet crew in their smart new racing uniforms.



8 Irina's co-pilot, **Joxom**, suffers severe plasma burns during the first stage of the race. Fortunately, Harry is later able to take his place alongside Irina.



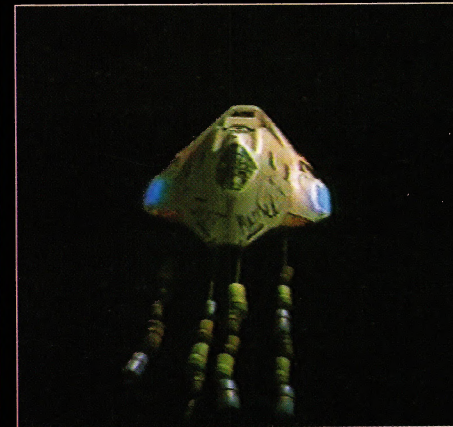
9 A meeting is assembled aboard **VOYAGER** to decide whether the race should proceed. A decision is made to continue with the event, however.



10 Harry Kim almost succumbs to the same fate as Joxom aboard **IRINA'S VESSEL**, but he escapes injury and reveals Irina to be the saboteur.



11 The **DELTA FLYER** is forced to eject its warp core when it is revealed that Irina has sabotaged the power converter. It explodes harmlessly in a **Class-J** nebula.



12 Following the conclusion of the race, **Tom Paris** and **B'Elanna Torres** marry. They enjoy a romantic honeymoon alone aboard the **DELTA FLYER**.

STARSHIP FACTS

A Torres's intended holodeck destination for her holiday with Tom Paris is **Gedi Prime**, a vacation paradise that includes crystalline beaches, mood reefs, and bioluminescent waterfalls.

A The entire last third of the race course is taken up by the **Mobius Inversion** – a level 6 subspace distortion that Tom Paris describes as a "little wormhole with big attitude."